

Understanding Time and Date!

This quick lecture will shed some light on time and date management from a coding point-of-view.

The Variable Type: datetime

Datetime is a data type just like integer, double and bool etc.

Official explanation: The datetime type is intended for storing the date and time as the number of seconds elapsed since January 01, 1970. This type occupies 8 bytes of memory.

In English: Datetime type stores numbers. These numbers represent the number of seconds that passed since January 01, 1970.

Example: Assuming I declared lucas as a datetime (do it this way: `Datetime lucas;`)

Value of Lucas	What date and time it represents
1	1970, Jan 01, 00:00:01
60	1970, Jan 01, 00:01:00
332857827	2000, Feb 14, 14:00:25

The maximum date it can store is 31 December, 3000.

More info on Datetime format: <http://docs.mql4.com/basis/types/integer/datetime>.

But everyone's time zone is different!

Let's say I take a 1 year world tour and I run robots from my laptop. In every country, the time zone is different. What if my robot depends on specific date and time? Won't it be messed up?!

Short ans: YES! It will be messed up.

Long ans: YES! It will be messed up. But fortunately, there is a workaround.

There are 2 types of time you can use as reference. They are:

- 1) TimeLocal(). This refers to the time on your PC.
- 2) TimeCurrent(). This refers to the time on your broker's server. You can find this value on your MarketWatch tab in your MT4.

General rule-of-thumb is to use your broker's time for consistency. For more info:

<http://book.mql4.com/functions/datetime>.

Functions relating to Date and Time

If you are coding/manipulating time and date related elements, you will need to know some of these functions: <http://docs.mql4.com/dateandtime>.